

AUSTIN POWERS PINBALL



NEW LINE CINEMA
An AOL Time Warner Company

Windows® 98/Me/XP

Congratulations! You have purchased Austin Powers Pinball.

INSTALLATION INSTRUCTIONS

Austin Powers Pinball is Auto Play enabled for Windows 98/Me/XP.

1. Insert CD-ROM into the CD drive. The CD will start *automatically.
2. Follow the on screen instructions to complete the installation. Some files will be copied to your hard drive.

***NOTE:** If the Auto Play window does not appear, double click "My Computer", double click the CD ROM drive, then double click on the "Setup" icon and follow the on screen prompts.

Austin Powers Pinball requires DirectX v8.1a or greater to be installed on your computer. The latest version of Direct X is available free from the Microsoft website:

<http://www.microsoft.com/directx>

For some systems, you will need to restart your computer after the installation, to ensure that all changes take effect. This can be accomplished by clicking the "Start" menu, then "Shutdown" then choose "Restart". If you experience any problems, check the Microsoft homepage for the latest Direct X information.

GETTING STARTED

1. To launch Austin Powers Pinball, simply start the game manually from the "Start" menu, then click "Programs" then "Austin Powers Pinball" folder, then click the "Play Austin Powers Pinball" icon

NOTE: You will then be prompted to choose the language in which you'd like to play the game: English, German and French.

2. In the main menu screen, choose from one of the two options "International Man of Mystery" and "The Spy Who Shagged Me" by clicking on its image. In addition, you will have 3 other choices: 'Options' to change your game options and settings, 'Credits' listing those involved in the making of the game and 'Exit' to quit Austin Powers Pinball.

3. Then choose from four game play modes:

Novice: Standard 5 – ball play, with extra balls, end-of-game score matching, powerball bonus mode. Same as 'Regular' except the ball saver is active for several minutes

Regular: Standard 5 – ball play, with extra balls, end-of-game score matching, powerball bonus mode.

Arcade: 3 – ball play with Extra Ball Awards based on score. There is no end-of-game match.

Tournament: Random game play elements have been standardised, and there is no match, no powerball and no extra balls (points are awarded instead). This is to make Tournament games as directly comparable with each other as possible.

4. To play a one-player game, press ENTER, and then ENTER again to fire the ball and start the game. You can add up to a total of 4 players by pressing the F1. Basic instructions can also be found on the dotpanel located at the lower right-hand portion of the screen.

HI-SCORE BOARD

Click on 'Scores' beneath each game play selection to see the current High Scores for that mode. If you get a High Score, you will be prompted to enter your name at the end of the game.

KEYBOARD CONTROLS

Enter: Pulls back the plunger to fire the ball

Shift, ALT, or

CTRL (L & R): Keys for the flippers (L and R) NOTE: 'alt' & 'ctrl' only works for some PC's.

Spacebar: Nudge UP

Z key: Nudge LEFT

/ key: Nudge RIGHT Note: Too much Nudging will tilt the table and void the current ball

ESC: Quit the game

P key: Pause the game. Also provides a status report on the dotpanel regarding jackpot levels, ramp counts, extra balls etc. Flippers skip through the individual reports and any other key resumes play. (Use Pg/Up, Pg/Dn while paused to view the table in the scrolling view modes.)

F1: Shows your basic key control list.

F2: Cycles the table view: Single Screen, Scrolling, Auto Switch

F3: Toggle ball and Flipper shadows on/off (Turning shadows off reduces the system demand for slower machines) Default is on

F4: Controls the speed at which the scrolling mode screen follows the ball (soft/medium/hard). Default is medium.

F5/F6: Adjust the sound effects and voice effect volume up/down

F7/F8: Adjust the music volume down/up. Note: by pressing ALT + TAB in-game you can task-switch to the Windows desktop and modify the global volume setting. Using the hardware volume setting to select the maximum volume is preferable since the quality of the hardware volume control is typically better than the software control. Use ALT + TAB again to return to the game.

F9: Single screen detail (maximum speed/normal/maximum quality)

F10: Cycle available Dotpanel sizes. You can choose your preferred dotpanel size.

F11: Add an extra player at the start of a game (total 1 – 4 players).

F12: Character voice effects (on/off): Toggles the in-game voices on/off. Sound effects and music are unaffected. Default is on.

OPTIONS MENU

Click on "Options" from the main menu to customise your settings:

Resolution: Depending on your hardware, you can play Austin Powers Pinball in a number of different screen resolutions. Note that if a particular screen resolution is not supported by your hardware, you will get an error message on launching the game. Please choose a different resolution and try again.

Table View (Auto/Scrolling/Single Screen): Auto scrolling for normal play, automatically switches to single screen during multiball sequences. A scrolling screen moves in a vertical direction while the single screen shows the table in its entirety.

Sound Device(Auto/Direct Sound/Wave Mapper/None): Auto Detect is the default setting. Use Windows Direct Sound driver, preferable to Wave Mapper for cards with Direct Sound support. Wave Mapper uses Windows standard wave out driver, use this if you are experiencing problems with Direct Sound. If you like to play without sound choose None.

Stereo: Normal for Normal Stereo sound and Reverse for Swap L + R stereo output

GAMEPAD AND MOUSE CONTROLS

In addition to the keyboard, Austin Powers Pinball also supports the mouse and the Microsoft Sidewinder gamepad. With a standard 2-button mouse, right and left clicks control the flippers. With a 3-button mouse, the center button fires off the ball. In addition, with the Microsoft Intellimouse, rolling the wheel acts as an up-nudge. With the Microsoft Sidewinder Gamepad (correctly installed on the system) the L + R trigger buttons are the flippers, the direction pad nudges the table and the other buttons fire off the ball. These devices are enabled automatically if they are attached and properly configured in Windows.

TABLE THEMES

"International Man of Mystery"

As the utterly shagadelic Austin Powers, you must save the world from the never-ending threat of Dr Evil! Defrost after 30 years in Cryogenic Suspension.

Catch up to the 90's, and with the help of the smashing Vanessa Kensington, find the secret underground lair beneath the Virtucon headquarters.

Stop Dr Evil's plan to extort "100 Billion Dollars" and save the world from certain destruction by liquid hot magma.

Beware the seductive fembots, who can lure men to their doom, and don't fall victim to the wiles of the sexy Alotta Fagina and her seemingly innocent hot tub...

Oh behave!

"The Spy Who Shagged Me"

Dr Evil has stolen your Mojo, and that spells bad news for your bits and pieces!

With CIA agent Felicity Shagwell at your side (and sometimes covering the rear) fight through Dr Evil's henchmen - from the very vocal Frau Farbissina and the cyclopean Number Two to the terrifyingly well-fed Fat Bastard - and reclaim your manhood.

Rocket from Dr Evil's hollowed-out volcano lair to his secret Moonbase, and stop the giant "laser" from destroying the world.

Travel back in time to recover your Mojo and save Felicity from certain death.

Groovy baby, yeah!

TABLE RULES

"International Man of Mystery"

Spell "GR-OO-VY" to advance multiplier.

Defrost Austin to activate mission time extender.

Spell "Y-E-A-H B-A-B-Y" for award, including Trivia Video Mode, and Photo2-ball.

Complete Union Jacks to re-light kickback.

Complete "D-A-N-G-E-R" for soapy hot tub encounter.

Shoot ramps to light Start Mission.

Stop The Subterranean Probe Multiball lit after all missions attempted.

Score the Random Task mystery award.

Jackpots at SWINGER ramp and VANESSA scoop.

Fembot Pops light Extra Ball.

"The Spy Who Shagged Me"

Henchmen rollovers advance jackpots.

Ballsaver active at outlanes, complete photo flashes to re-light.

Moonbase Ramp alternates between Rocket and "Laser" passageways.

Complete "M-I-N-I M-E" targets for value increases.

Shoot giant "Laser" to light Mystery award or Musical Interlude mode.

Time Portal mode lit by T-I-M-E targets or by pop bumpers.

Hit pop bumpers to light new mission.

Defeat henchmen to reach Dr Evil's Moonbase for final multiball showdown.

Get In My Belly Video Mode lit by Rocket ramp shots.

Extra Ball lit at giant "laser".

UNINSTALLING AUSTIN POWERS PINBALL

In order to uninstall the program, first close all currently running applications. We advise you not to just delete the program directory, as this may cause problems should you wish to reinstall the program (or a newer version) at a later date.

1. To uninstall Austin Powers Pinball, click the "Start" menu then "Settings" then "Control Panel" then "Add/Remove Programs".

NOTE: In Windows XP, go directly from "Start" to "Control Panel" then "Add/Remove Programs"

2. Choose "Austin Powers Pinball" then click "Add/Remove" button ("change/remove" button in Windows XP).

3. At the next screen select "Yes". The install/uninstall Wizard will complete the process.

OR

4. Simply uninstall the game manually from the "Start" menu, then click "Programs" then click "Austin Powers Pinball" folder, then click the "Uninstall Austin Powers Pinball" icon

Technical Support

1. Visit our website: <http://www.globalstarsoftware.com>
2. By e-mail, contact: tech@take2baltimore.com

Our Technical Support Mailing Address is:
Take-Two Baltimore
9900 Franklin Square Drive
Suite 'A'
Baltimore, MD 21236

Fill out our e-registration and receive free technical support and new product updates!